FCI

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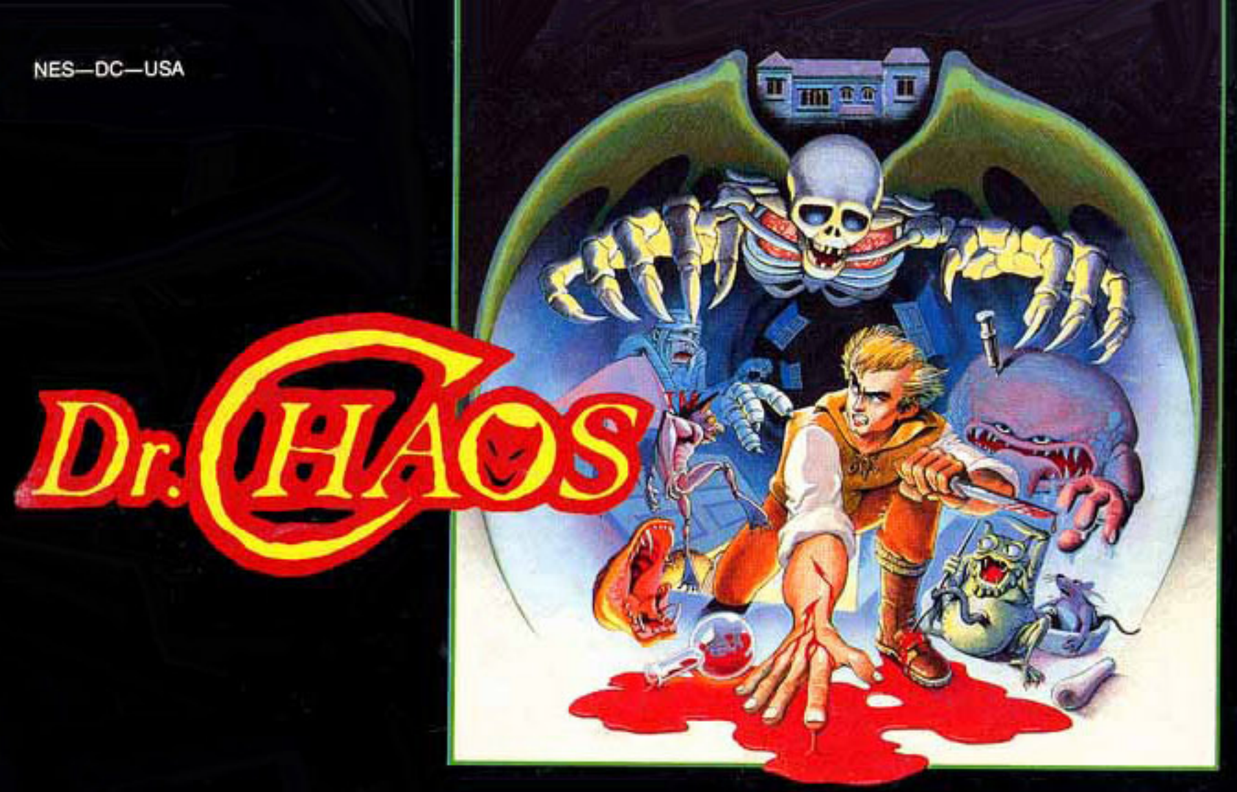
NES—DC—USA



FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Dr. Chaos Story

It had been three months since Michael last heard from his brother. He grew impatient as he waited for his letter.

He waited for another month, but to no avail. With some concern Michael began to suspect that something had happened to him.

Michael's brother, Doctor Ginn Chaos, was a genius in physics specializing in warp zones. He knew that the experiment on warp zones could bring hazardous results, so he conducted research alone at his lab in a remote village.

He sent Michael a research report every month. According to the last report, Dr. Chaos had succeeded in creating warp zones. He seemed to have continued his research on the effects of such space on a living body.

Michael decided to go to his brother's lab. The lab stood in a quiet setting, but it didn't look like anything existed inside.

Gathering his courage, Michael stepped inside the house. In the silent hallway, he saw only rats and bats. On a desk near the doorway he found his brother's diary. On the last page he read:

"Month ____ Day ____:
I made a great mistake. I overlooked the effect of warp zones on living organisms. It was too late when I realized this. The living things in the warp zone

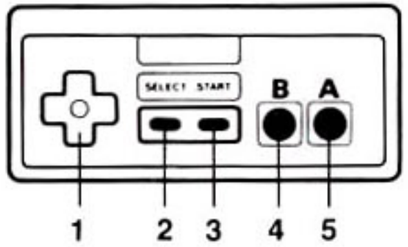
had grown so big that they began to take over my house. The warp zone can swallow you up at any time. Open one of the doors to the warp zone and you will be attacked by these monsters. I have been trying to invent machines to stop the monsters but I am not sure if I still have time. My brother Michael, if you happen to read this diary, you are the only one who can stop this situation."

Michael searched for the machines, but could not find them. The monsters coming out of the warp zones must have grabbed them away. He had to do something about this before someone fell victim to the monsters. With a knife in his hand, Michael kicked open the door....

Names of Controller Parts and Operating Instructions

Do not use Controller 2, as this game is designed for a single player only.

1 CONTROL Pad
2 SELECT Button
3 START Button
4 B Button
5 A Button



When you are in the Hallway or the Warp Zones

A Button: *Jump*—Michael jumps

B Button: *Attack*—Michael attacks with weapons you select

SELECT: You select the weapon

START: You can pause the game

CONTROL Button: *Moves Michael.* When you push this button in front of a door, Michael moves into the room screen

When you are in the Rooms

A Button: After you move the cursor on the menu, use A to activate the menu.

B Button: While pressing B, move Button up and down. Selects commands from the menu.

CONTROL Button: *Moves the hand.* This button will move the hand on to a new room. When you press B at the same time, you can choose COMMANDS on the MENU by moving it up and down.

How to Play

To Begin the game

- Push the START button.
- NEW GAME and CONTINUE will appear.
- When you start the game for the first time, move the cursor to NEW GAME and push button A or B. If you want to continue the previous game, move the cursor to CONTINUE and push button A or B.
- If you select CONTINUE, input the password you recorded from the previous game. (Select the password with button ✚, and push button A.)

To Discontinue the Game

- Push the START button, then push button A or B.
  The password will appear on the screen. Write down the password so you can continue the game later.
  Turn off the power.

When You Knock Down the Final Monster in the Warp Zone

- When you knock down the "Boss" (the final warp zone monster), a PARTS BOTTLE will appear. Gather the parts to build your Restored Laser. The password will be exhibited on the screen. Jot it down for your record. Now, push the SELECT button. The game is resumed again.

Michael's LIFE diminishes each time he is attacked by enemies. When LIFE reaches ZERO, Michael dies—and the game ends. Two different commands, CONTINUE and PASSWORD appear on the screen.

If you move the cursor to CONTINUE and push button A or B, you can immediately resume the challenge from the beginning (e.g., the entrance of the hallway) but you will not be able to use the items you have gathered in the previous game.

If you move the cursor to PASSWORD and push button A or B, the password is automatically input and will appear on the screen. Write it down so you can continue the game later. Be aware though, that not all of the items you have gathered will be saved.

Then Michael Steps Into the House...

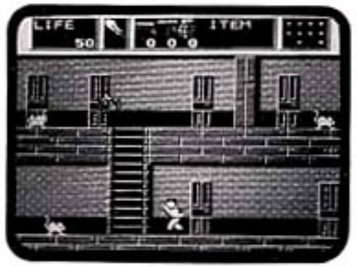
In order to save Dr. Chaos, Michael has to collect many items, find the secret warp zone, and destroy the monsters there. First, Michael must search the rooms.

Screen Display

As the picture shows, you can see Michael's condition displayed on the upper part of the screen. Remember to pay attention to these displays.

- Michael's LIFE POWER
- Weapon in use (change by pushing SELECT)
- The number of weapons Michael has collected
- Items Michael has collected
- Parts of the Restored Laser that are reconstructed.

This Game Consists of Three Screens



1 Hallway Screen

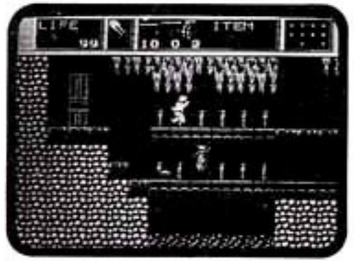
The screen shows the hallway lined with doors to each room. The house has three floors and a basement. There is a stairway from the first floor to the second. If you need to go to the third floor, or to the basement, you have to find another way to do it.

If you want to enter the room, push up on button ✚ in front of the door.

2 Room Screen

This screen indicates the location of the room. The room consists of four panels of East, West, North and South. When Michael enters the room, the hand (icon) appears. You can move the icon by pushing button ✚ . If you try to move the icon beyond the edge of the screen, it changes the direction it faces. Select COMMAND by moving button ✚ up and down, while pressing button B. Push button A to activate commands.

On the Room Screen, you have to find weapons, medicines for Michael to recover energy, and entrances



to the warp zones. When a monster jumps out of an open door, Michael is automatically thrown out into the hallway, where he has to fight the monster. (He cannot go back to the room once the battle starts.)

3 Warp Screen
In the rooms, you can find hidden entrances to the warp zone. There are more monsters on the warp screen than on any other screen and they are stronger than any of the other monsters in the game.

Here Come the Monsters! How to Attack Them

You can only attack monsters on the hallway screen or the warp screen. Choose a weapon by pushing SELECT. Attack using button B. At the end of the warp zone, even more ferocious monsters appear. These monsters cannot be attacked in the same way as the others.

Characters

Mouse
Appears in the hallway. Creeps on the ground. Not powerful, but fast.

Vampire Bat
Appears in the hallway. Flies in the air. Not a powerful attacker.

Smork
Appears in the hallway. Moves while spinning quickly. Doesn't have attacking power.

Big Lady
Appears in the room. Rushes up and attacks Michael. Once she catches him, he cannot easily escape.

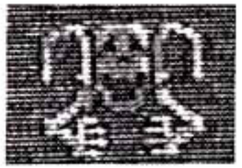
Omen
Jumps and follows Michael. Relatively easy to attack. Has some attacking power.

Franken
The most powerful monster outside of the warp zone monsters. Has high level of life energy and attacking power. Once it appears, it warps the space and deters Michael's movement.

Characters (Warp Zone)

Slime
Appears in the warp zone. Not strong.

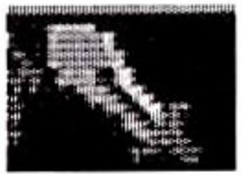
Skull
Appears in the warp zone. They move swiftly, but are not very strong. Some even explode while they're attacking.



Flying Skeleton
Skeleton bird flies in the warp zone. Moves swiftly. Difficult to attack.

Elephant
A secondary Boss in the warp zone. Strong life energy and attacking power. Appears at crucial points.

Weapons



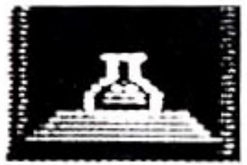
Knife
Michael's original weapon. Minimal attacking power.

Pistol
More attacking power than the knife. Can attack from a distance. Can fire one bullet at a time.

Machine Gun
More attacking power than the pistol. Can fire successively. Be careful not to use all the bullets too quickly.

Grenade
Explodes when thrown. Powerful enough to kill all enemies on the screen. Powerless to some monsters.

Restored Laser
Separated into ten parts. Every Boss from each warp zone has one of the parts. Only this weapon, when completely assembled, can kill the ultimate monster CANBARIAN.



Vitamin
Not a weapon. Energy enhancer. Three different kinds (Red, Blue, Yellow).

Items (Warp Zone)

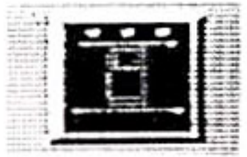
Secret machines invented by Dr. Chaos
You can only use them in the warp zone.

Jump Boots
With these boots on, Michael can jump high in the warp zone. Sometimes you can't get to the end of the warp zone without these boots.

Air Helmet
Michael needs this helmet to protect him in the water in the warp zone. His life power diminishes rapidly without this helmet.

Shield Suit
Protects Michael from attacking monsters.

Parts Bottle
A container to hold the ten different parts of the Restored Laser.



Ultraspace Sensor
Activates when it approaches the entrance of the warp zone. Without this, Michael won't be able to enter any of the warp zones.

Extra Hints

In order to rescue Dr. Ginn Chaos and save the world, Michael has to find eleven different warp zones, and destroy eleven big monsters. On his way, he has to face many different kinds of monsters. Here's some advice for you.

- **Look for the ultraspace sensor first.**
  You can't enter other warp zones without the ultraspace sensor. Find this sensor first. Then look for other warp zones.
- **Doors are not the only entrances to the rooms.**
  In some cases, you might be able to move from one room to another by penetrating the wall. Give it a shot and knock on the wall.

Password & Notes

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

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